

# Silence That Gun (ASL014)

Americans

Germans

Aaron and Scott

Chris and Ed

## Prologue:

This playing occurred during Herr Victor Tournament III. Set in the town of Foucarville, a village just beyond Utah Beach. A small group of paratroopers have been awaiting reinforcements to help in the occupation of the village when the Germans start some trouble with an AT gun. The Americans must destroy the gun or alternatively root out the other German group from a fortified building.

## Setup:

The German defenders (Chris and Ed) set up the AT gun flanked by two stone buildings where additional defenders could aid in the defense. Across the road a larger stone building had a MG stack in an upper level for harassing fire.

The Americans set up an MG stack with a straight shot at the AT gun and its crew, as part of a larger force that would try to take the gun by pushing directly north and also flanking to the west. The remaining American paratroopers would flank the eastern side in an attempt to push the conscripts out of one of the potentially fortified buildings.

## Game Play:

This one started out disastrously for the Americans, as they opened fire on the AT gun with no effect. The AT gun devastated the MG nest, killing everyone inside. The other American opening fire also drew no blood, and several of the attackers on the western flank (the larger group) were forced to rout back into cover when the German defenders (including the MG stack in the northeastern building) displayed terrific and accurate firepower.

The Americans regrouped briefly, and the new plan of attack diminished the central force and bolstered the flanking groups. While the Americans to the east were moving to execute the new plan, the heavy machine gun from the northeastern building opened fire and pinned and broke most of the troops, forcing the rest into the treeline and out of harm's way.

To the west, it was going no better, as a lone German squad withstood withering firepower (\_FIVE\_ different 12(+2) attacks with no effect) to delay the flanking forces for a few turns, before withdrawing to the security of a stone building where he rejoined his fellow defenders. The western forces advanced slowly and began to prepare for a last assault on the gun.

After regrouping on the eastern side, and with a bit of good luck (the German AT gun malfunctioned while trying to nail the men in the treeline), some success was had with the outflanking maneuver, and a couple squads worked their way behind the northeastern building.

The final attack had its chances but not many, and none of them worked out. Troops on the western front were rebuffed with little effort, while the lone troops in the center (directly across the street from the AT gun), armed with bazookas, suffered miserable targeting and were swiftly beaten. To the east, it was too little, too late, for the outflanking units just could not get to the target in time. The Germans had staved off the American attack.

#### Outcome:

The Americans blundered in their initial gamble - too much of their firepower was placed into the machine-gun nest early on, and when that shot missed, the AT gun made them pay. That said, it took a few other good shots by the Germans to sock it away, as the American forces did manage to regroup and make it a close finish. But the initial losses, and the inability of the American forces to take advantage of their subsequent opportunities, doomed them. Sniper Statistics

Snipers played a very small role; the American sniper had only one opportunity and missed, while the German sniper only had two chances (pinning a squad with sniper fire on one of those occasions).

Hits/Attempts: Chris 1/2, Aaron 0/1

#### Highlights

Player	Roll	Result
Chris	1*1	
	6*6	
	6*6	Breaks 7-0 ldr, 7-4-7 as they cross the street
		Breaks AT gun on TH attempt
		Breaks AT gun again on later TH attempt
Ed	6*6	
	6*6	Cowers and misses on 8(+1) attack
		CRs on NMC for 4-3-6
Aaron	1*1	
	1*1	HOB on rally attempt, generates 8-0 ldr
		HOB on rally attempt, hardens 8-1 ldr to 9-1